

VIDEO REPORT

Cyberpunk 2077 - Official Edgerunners 2 Update Overview Trailer

STRONGEST SECOND

0:53

after the first three seconds

STEEPEST FALL

57%

0:57 to 1:00

WEAKEST 3 SECONDS

1:13 to 1:16

lowest stretch of the curve

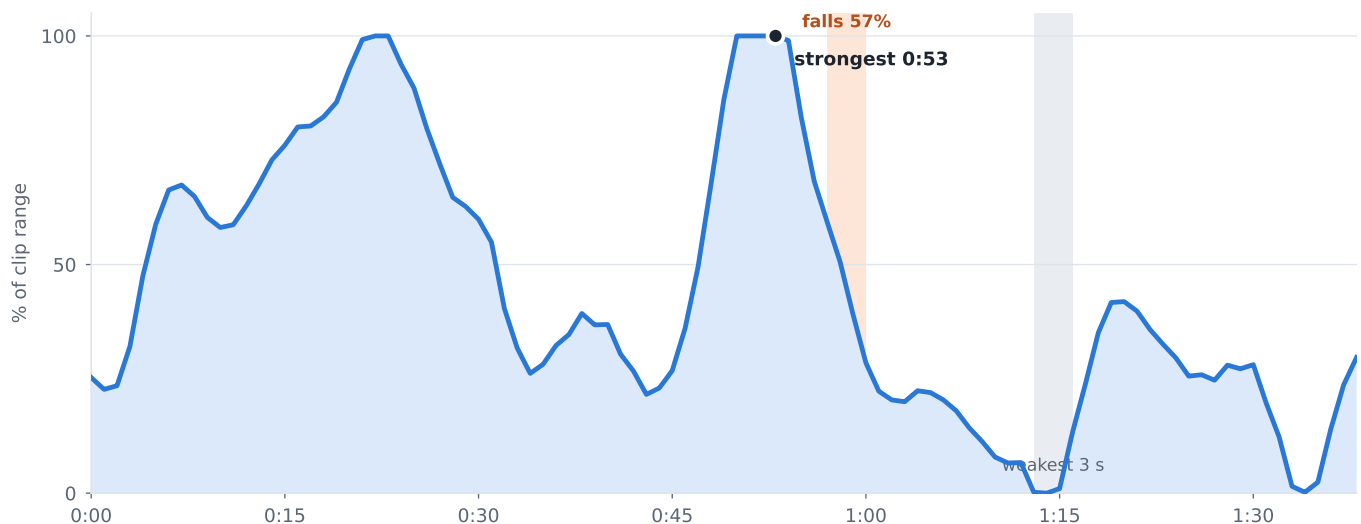
AVERAGE LEVEL

45%

of this clip's own range

Predicted response across the video

Each point is one second. The scale is this clip's own range: 0 is its lowest second, 100 its highest.



What the model predicts

- After the first three seconds, the predicted brain response peaks at 0:53, the predicted response falls 57% between 0:57 and 1:00, and the weakest 3-second stretch is 1:13 to 1:16.
- After the fall at 1:00 the predicted response never gets back above 49% of its pre-fall level (best at 1:22); the clip's strongest moment stays 0:53.
- The visual network has the highest predicted response for 76% of the clip, the attention network for 23%.
- Speech is present in 17% of the seconds; the words are set against the curve on the later pages.

In this report

Brain networks: which of the four networks leads, and when

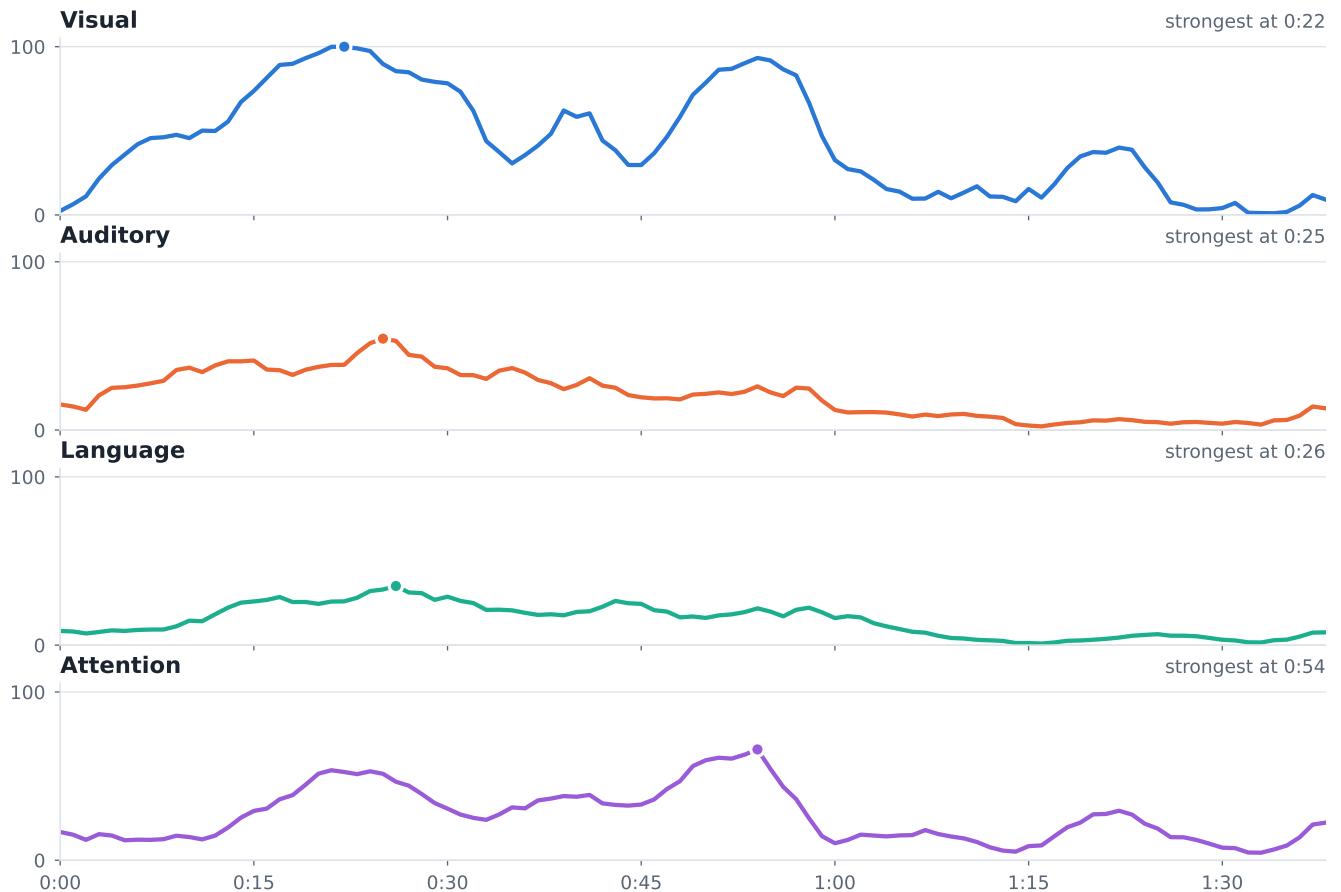
Key moments: the seconds worth a close look, with the frame and the words

Every second: level, leading network, most active regions and words

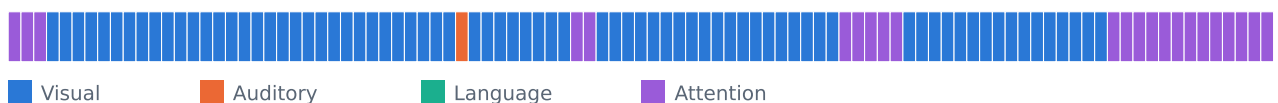
How to read this report: what each number is and what it is not

Brain networks

The model's cortical prediction is summarised as four networks. Each panel is scaled to that network's own range within this clip, so compare the shape and the timing of the panels, not their heights.



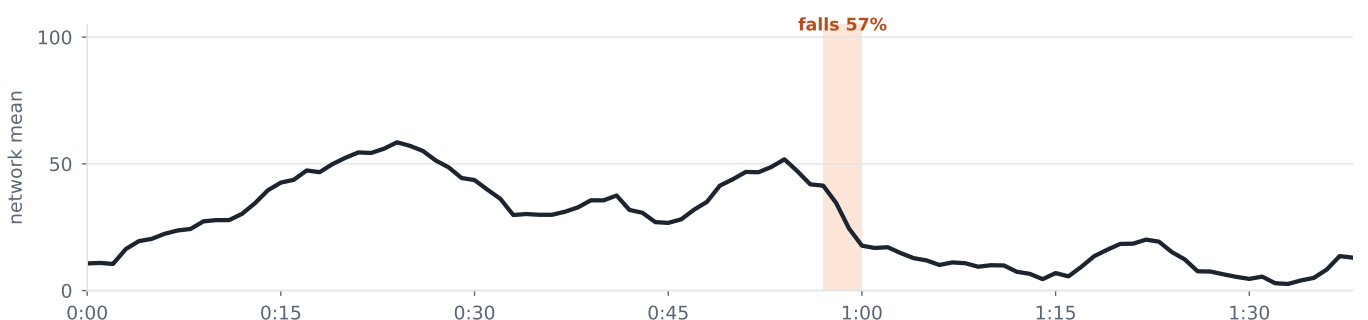
Leading network, second by second



NETWORK	LEADS FOR	SHARE OF THE CLIP	ITS STRONGEST SECOND
Visual	75 s	76%	0:22
Attention	23 s	23%	0:54
Auditory	1 s	1%	0:25
Language	0 s	0%	0:26

Mean of the four networks

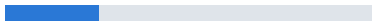
This is the one series a percentage change is taken on, because it is not stretched to fill the chart. A fall is reported only when it starts at or above the clip average and loses 20% or more within three seconds.



Key moments

The seconds that define this video's predicted response. Levels are on the clip's own 0 to 100 range.

0:00 Opening

 25 of 100

Leading network Attention
System Salience / control
Regions Ventral DLPFC (control); Anterior cingulate (control)

0:53 Strongest second

 100 of 100

Leading network Visual
System Early visual cortex
Regions Upper visual field area; Dorsal visual V3B

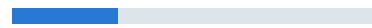
0:57 Fall begins

 59 of 100

Leading network Visual
System Scene & place recognition
Regions Ventro-medial visual (scene); Dorsal motion/form area

"Look around you. This place is the pinnacle of public safety."

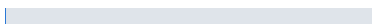
1:00 Fall ends

 28 of 100

Leading network Visual
System Auditory cortex
Regions Anterior superior-temporal auditory; Ventro-medial visual (scene)

"This place is the pinnacle of public safety."

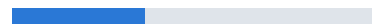
1:13 Weakest 3 s begin

 0 of 100

Leading network Visual
System Auditory cortex
Regions Anterior superior-temporal auditory; Posterior belt (secondary auditory)

"I'm sure you would have liked it."

1:22 Best after the fall

 36 of 100

Leading network Visual
System Early visual cortex
Regions Upper visual field area; Dorsal visual V3B

Every second

One row per second. Level is the position on the clip's own 0 to 100 range. The strongest second is marked with a dot; rows inside the steepest fall are tinted. Words are listed at the second their line starts.

TIME	LEVEL	NETWORK	MOST ACTIVE REGIONS	WORDS	CONFID.
0:00	25	Attention	Ventral DLPFC (control); Anterior cingulate (control)		lower
0:01	23	Attention	Ventral DLPFC (control); Vento-medial visual (scene)		lower
0:02	24	Attention	Vento-medial visual (scene); Anterior cingulate (control)		medium
0:03	32	Visual	Vento-medial visual (scene); Lateral belt (secondary auditory)	V.	medium
0:04	48	Visual	Vento-medial visual (scene); Posterior belt (secondary auditory)		medium
0:05	59	Visual	Vento-medial visual (scene); Higher visual: color + face/object patches	Lukaku tells me you never lose.	medium
0:06	66	Visual	Vento-medial visual (scene); Higher visual: color + face/object patches		medium
0:07	67	Visual	Vento-medial visual (scene); Higher visual: color + face/object patches		medium
0:08	65	Visual	Higher visual: color + face/object patches; Vento-medial visual (scene)	Nobody beats NC.	medium
0:09	60	Visual	Posterior belt (secondary auditory); Lateral belt (secondary auditory)		medium
0:10	58	Visual	Lateral belt (secondary auditory); Posterior belt (secondary auditory)		medium
0:11	59	Visual	Higher visual: color + face/object patches; Lateral belt (secondary auditory)	Some of us just last longer.	medium
0:12	63	Visual	Posterior belt (secondary auditory); Lateral belt (secondary auditory)		medium
0:13	68	Visual	Lateral belt (secondary auditory); Posterior belt (secondary auditory)		medium
0:14	73	Visual	Higher visual: color + face/object patches; Lateral belt (secondary auditory)	Don't move, you piece of shit!	medium
0:15	76	Visual	Higher visual: color + face/object patches; Vento-medial visual (scene)		medium
0:16	80	Visual	Higher visual: color + face/object patches; Vento-medial visual (scene)		medium
0:17	80	Visual	Higher visual: color + face/object patches; Motion-related		medium
0:18	82	Visual	Motion-related; Upper visual field area		medium
0:19	86	Visual	Upper visual field area; Motion-related		medium
0:20	93	Visual	Upper visual field area; Motion-related		medium
0:21	99	Visual	Upper visual field area; Motion-related		medium
0:22	100	Visual	Upper visual field area; Motion-related		medium
0:23	100	Visual	Motion-related; Upper visual field area		medium
0:24	94	Visual	Motion-related; Upper visual field area	Finally looking half -decent.	medium
0:25	89	Visual	Motion-related; Upper visual field area		medium
0:26	80	Visual	Motion-related; Upper visual field area		medium
0:27	72	Visual	Dorsal visual V3B; Upper visual field area	Fuck you, Johnny.	medium
0:28	65	Visual	Vento-medial visual (scene); Dorsal visual V3B		medium
0:29	63	Visual	Vento-medial visual (scene); Dorsal visual V3B		medium
0:30	60	Visual	Vento-medial visual (scene); Dorsal visual V3B	Hey, look at some good tunes.	medium
0:31	55	Visual	Vento-medial visual (scene); Dorsal motion/form area		medium

Every second (continued)

TIME	LEVEL	NETWORK	MOST ACTIVE REGIONS	WORDS	CONFID.
0:32	40	Visual	Ventro-medial visual (scene); Dorsal motion/form area		medium
0:33	32	Visual	Ventro-medial visual (scene); Dorsal motion/form area		medium
0:34	26	Visual	Posterior belt (secondary auditory); Lateral belt (secondary auditory)		medium
0:35	28	Auditory	Auditory area 5 (superior temporal); Auditory association cortex	<i>Bustin' moves?</i>	medium
0:36	32	Visual	Motion-related; Motion processing		medium
0:37	35	Visual	Motion-related; Upper visual field area	<i>Can't say I do.</i>	medium
0:38	39	Visual	Motion-related; Upper visual field area		medium
0:39	37	Visual	Upper visual field area; Dorsal visual V3B		medium
0:40	37	Visual	Upper visual field area; Dorsal visual V3B		medium
0:41	30	Visual	Upper visual field area; Dorsal visual V3B	<i>I was thinkin' about swappin' some chrome.</i>	medium
0:42	27	Visual	Intraparietal sulcus (spatial attention); Upper visual field area		lower
0:43	22	Visual	Intraparietal sulcus (spatial attention); Upper visual field area		lower
0:44	23	Attention	Intraparietal sulcus (spatial attention); Motion processing	<i>You got any new toys?</i>	lower
0:45	27	Attention	Motion processing; TPO junction		medium
0:46	36	Visual	Upper visual field area; Motion processing		medium
0:47	50	Visual	Upper visual field area; Intraparietal sulcus (spatial attention)	<i>Huh, hella nice.</i>	medium
0:48	68	Visual	Upper visual field area; Dorsal visual V3B		medium
0:49	86	Visual	Upper visual field area; Dorsal visual V3B		medium
0:50	100	Visual	Upper visual field area; Dorsal visual V3B		medium
0:51	100	Visual	Upper visual field area; Dorsal visual V3B		medium
0:52	100	Visual	Upper visual field area; Motion-related		medium
0:53	100 ●	Visual	Upper visual field area; Dorsal visual V3B		medium
0:54	99	Visual	Upper visual field area; Dorsal visual V3B		medium
0:55	82	Visual	Upper visual field area; Dorsal visual V3B		medium
0:56	68	Visual	Upper visual field area; Dorsal visual V3B	<i>Look around you.</i>	medium
0:57	59	Visual	Ventro-medial visual (scene); Dorsal motion/form area		medium
0:58	51	Visual	Ventro-medial visual (scene); Dorsal motion/form area	<i>This place is the pinnacle of public safety.</i>	medium
0:59	39	Visual	Anterior superior-temporal auditory; Ventro-medial visual (scene)		medium
1:00	28	Visual	Anterior superior-temporal auditory; Ventro-medial visual (scene)		medium
1:01	22	Visual	Ventro-medial visual (scene); Anterior superior-temporal auditory		medium
1:02	20	Visual	Ventro-medial visual (scene); Parahippocampal (scene)		medium
1:03	20	Visual	Ventro-medial visual (scene); Parahippocampal (scene)		medium
1:04	22	Visual	Ventro-medial visual (scene); Parahippocampal (scene)		medium
1:05	22	Attention	Ventro-medial visual (scene); Parahippocampal (scene)		medium
1:06	20	Attention	Ventro-medial visual (scene); Anterior cingulate (control)		medium

Every second (continued)

TIME	LEVEL	NETWORK	MOST ACTIVE REGIONS	WORDS	CONFID.
1:07	18	Attention	Medial intraparietal (reach planning); Ventral DLPFC (control)		lower
1:08	14	Attention	Ventro-medial visual (scene); Medial intraparietal (reach planning)		medium
1:09	11	Attention	Anterior superior-temporal auditory; Medial intraparietal (reach planning)		medium
1:10	8	Visual	Anterior superior-temporal auditory; Medial intraparietal (reach planning)	<i>Wish you could have seen it, Jack.</i>	medium
1:11	7	Visual	Anterior superior-temporal auditory; Higher visual: color + face/object patches		medium
1:12	7	Visual	Anterior superior-temporal auditory; Posterior belt (secondary auditory)		medium
1:13	0	Visual	Anterior superior-temporal auditory; Posterior belt (secondary auditory)	<i>I'm sure you would have liked it.</i>	medium
1:14	0	Visual	Anterior superior-temporal auditory; Ventro-medial visual (scene)		medium
1:15	1	Visual	Upper visual field area; Ventro-medial visual (scene)		medium
1:16	13	Visual	Motion processing; Motion-related		medium
1:17	24	Visual	Upper visual field area; Motion processing		medium
1:18	35	Visual	Upper visual field area; Motion-related		medium
1:19	42	Visual	Upper visual field area; Motion-related		medium
1:20	42	Visual	Upper visual field area; Motion-related		medium
1:21	40	Visual	Upper visual field area; Motion-related		medium
1:22	36	Visual	Upper visual field area; Dorsal visual V3B		medium
1:23	33	Visual	Dorsal motion/form area; Lateral occipital (objects)		medium
1:24	30	Visual	Dorsal motion/form area; Lateral occipital (objects)		medium
1:25	26	Visual	Dorsal motion/form area; Medial intraparietal (reach planning)		medium
1:26	26	Attention	Dorsal motion/form area; Medial intraparietal (reach planning)		medium
1:27	25	Attention	Medial intraparietal (reach planning); Anterior superior-temporal auditory		lower
1:28	28	Attention	Ventral DLPFC (control); Anterior cingulate (control)		lower
1:29	27	Attention	Anterior superior-temporal auditory; Anterior cingulate (control)		medium
1:30	28	Attention	Anterior superior-temporal auditory; Ventro-medial visual (scene)		medium
1:31	20	Attention	Anterior superior-temporal auditory; Ventro-medial visual (scene)		medium
1:32	12	Attention	Anterior superior-temporal auditory; Medial belt (auditory)		medium
1:33	2	Attention	Anterior superior-temporal auditory; Frontal operculum (salience)		medium
1:34	0	Attention	Anterior superior-temporal auditory; Middle insula (salience / body signals)		medium
1:35	2	Attention	Frontal operculum (salience); Middle insula (salience / body signals)		lower
1:36	14	Attention	Frontal operculum (salience); Middle insula (salience / body signals)		lower
1:37	24	Attention	Frontal operculum (salience); Anterior cingulate (monitoring)		lower
1:38	30	Attention	Frontal operculum (salience); Anterior cingulate (monitoring)		lower

The words against the curve

Each spoken line with the average predicted level while it is said (clip range, 0 to 100). The clip average is 45; the tick on each bar marks it.



How to read this report

What the model is

v2neuro is a brain-encoding model. It was trained on fMRI recordings of people watching video, and for a new video it predicts the response of the cortex, one value per second, from the picture, the sound and the words. Nobody watched your video for this report.

Strongest second

The second with the highest predicted response, leaving aside the first three seconds. The cortex responds to any clip starting, so the opening would win on most videos and say nothing about yours.

Level, and "of this clip's own range"

Charts and bars use a 0 to 100 scale stretched to this clip: 0 is its lowest second and 100 its highest. It shows where a second sits inside this video. It cannot be compared between two videos, and a difference between two levels is not a percentage change.

Steepest fall

The largest fall within three seconds, as a true percentage of the level it falls from, taken on the mean of the four networks without stretching. It is reported only when it starts at or above the clip average and reaches 20%. When no window qualifies the report states no percentage.

Weakest 3 seconds

The three consecutive seconds with the lowest average level. Every video has one; it is the place to look first, not a fault by itself.

Networks, systems and regions

The four networks (visual, auditory, language, attention) group the cortical surface. The leading network is the one with the highest value in that second, each on its own range. Regions are the atlas areas with the highest predicted response in that second.

Confidence

Higher, medium or lower says how well the model has been shown to predict the regions that lead in that second, and how typical the second is for it. It is a guide to how much weight a row can carry.

What this is not

These are predictions of an average cortical response. They are not a measurement of your viewers and they do not forecast views, watch time or sales. On recordings held out from training, the model's predictions correlate with the measured response at about $r = 0.27$ for material like its training set and about $r = 0.12$ for very different films. The useful test is your own data: compare these moments with the numbers you already have.



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